

**WHAT IS CLAIMED IS:**

1. A race game comprising the steps of:
  - providing a racetrack;
  - providing a plurality of racers;
  - providing a program by which said racers are variously moved about said
  - 5 racetrack, said program including a function for randomly assigning a
  - finishing position for racers at the end of a race;
  - providing a player interface with said program for player input commands;
  - selecting a racer as the player's racer;
  - initiating a first race;
  - 10 (i) eliminating at least one racer as a result of a predetermined threshold
  - finishing position required at the end of a race;
  - (ii) continuing play with another race provided said player's racer has not been
  - eliminated;
  - repeating steps (i) and (ii) until a predetermined game-ending condition occurs.

2. A race game comprising:

a racetrack;

a plurality of racers;

a methodology by which said racers are variously moved about said racetrack,

5                   said methodology including a function for randomly assigning a  
                  finishing position for racers at the end of a race;

selecting a racer as the player's racer;

initiating a first race;

10           (i) eliminating at least one racer as a result of a predetermined threshold  
                  finishing position required at the end of a race;

(ii) continuing play with another race provided said player's racer has not been  
          eliminated;

repeating steps (i) and (ii) until a predetermined game-ending condition occurs.

3. A race game for a video gaming machine, wherein said gaming machine includes a video display, a cpu including a program for driving the display and operating the game, and a player input mechanism interfacing with the cpu, comprising the steps of:

generating a racetrack and a plurality of racers;

5       said program including a function for randomly assigning a finishing position  
for racers at the end of a race;

selecting a racer as the player's racer;

inputting a wager by the player;

initiating a first race;

10       (i) eliminating at least one racer as a result of a predetermined threshold  
finishing position required at the end of a race;

(ii) continuing play with another race provided said player's racer has not been  
eliminated;

repeating steps (i) and (ii) until a predetermined game-ending condition occurs;

15       and

providing a payout based upon the number of races completed by the player's  
racer and the finishing position of the player's racer in each race.

4. The race game of Claim 3 wherein any wager placed upon a race which is not run because of a game-ending event is lost.

5. The race game of Claim 4 wherein the program includes a payable, said payable providing increasingly higher payouts for at least some races completed after said first race.

6. The race game of Claim 3 wherein said racers are vehicle representations, and a racer is eliminated through an explosive destruction sequence executed at the end of a race.

7. The race game of Claim 3 wherein said wager further requires an input by the player as to a number of races desired to be completed up to a preset maximum number for the game.

8. The race game of Claim 3 wherein a game-ending condition occurs when a predetermined number of racers equals a predetermined number of finishing places for which a payout is provided.

9. A race game for play on a gaming machine, wherein said gaming machine includes a video display, a cpu including a program for driving the display and operating the game, and a player input mechanism interfacing with the cpu, comprising the steps of:

generating a raceway and a plurality of racers;

inputting a wager by the player;

selecting a racer as the player's racer;

initiating a race;

randomly assigning a finishing position for racers at the end of a race;

continuing play with another race provided said player's racer has not met a

predetermined game-ending criterion and the player has previously placed a wager on said another race.

10. The race game of Claim 9 further including providing a payout based upon the number of races completed by the player's racer and the finishing position of the player's racer in each race.

11. The race game of Claim 9 further including providing a payout for each race based upon the finishing position of the player's racer in a respective race.

12. The race game of Claim 11 wherein said wager includes player selection of a consecutive number of races desired to be run up to a preset maximum number of races to the game, and wherein any wager placed upon a race which is not run because of a game-ending criterion is lost.

13. The race game of Claim 12 wherein the program includes a paytable, said paytable providing increasingly higher payouts for at least some races completed after a first race.

14. The race game of Claim 9 wherein a starting position for a player's racer in said another race is based upon the finishing position of said player's racer in the race just completed.

15. The race game of Claim 14 wherein said starting position for a player's racer is the finishing position of said player's racer in the race just completed.

16. The race game of Claim 15 further including the steps of eliminating at least one racer as a result of a predetermined threshold finishing position required at the end of a race; and continuing play with another race until one of the following occurs constituting a game-ending criterion: said player's racer has been eliminated; or a predetermined number of races have been completed.

17. The race game of Claim 9 further including the steps of eliminating at least one racer as a result of a predetermined threshold finishing position required at the end of a race; and continuing play with another race until one of the following occurs constituting a game-ending criterion: said player's racer has been eliminated; or a predetermined number of races have been completed.

18. The race game of Claim 17 further including providing a payout for each race based upon the finishing position of the player's racer in a respective race.

19. The race game of Claim 18 wherein any wager placed upon a race which is not run because of a game-ending criterion is lost.

20. The race game of Claim 19 wherein the program includes a paytable, said paytable providing increasingly higher payouts for at least some races completed after a first race.

21. The race game of Claim 20 wherein a starting position for a player's racer in said another race is based upon the finishing position of said player's racer in the race just completed.

22. The race game of Claim 21 wherein said starting position for a player's racer is the finishing position of said player's racer in the race just completed.

23. The race game of Claim 22 wherein a game-ending criterion further includes a predetermined number of racers remaining which equals the number of finishing places for which a payout is provided.

24. A gaming machine, comprising:

a video display;

a cpu including a program for driving said display and operating a game;

a player input mechanism interfacing with said cpu;

a raceway formed on said display;

a plurality of racers generated by said program and depicted on said display;

said player input mechanism including an input for a wager by the player;

a racer designated as the player's racer;

a race run by said program, wherein a finishing position for racers at the end of a race is randomly assigned to said racers;

another race being provided in the event that said player's racer has not met a predetermined game-ending criterion at the end of a race and the player has previously placed a wager on said another race.

25. The gaming machine of Claim 24 further including a payout based upon the number of races completed by the player's racer and the finishing position of the player's racer in each race.

26. The gaming machine of Claim 24 further including a payout for each race based upon the finishing position of the player's racer in a respective race.

27. The gaming machine of Claim 26 wherein said wager input includes player selection of a consecutive number of races desired to be run up to a preset maximum number of races to the game, with any wager placed upon a race which is not run because of a game-ending criterion being lost.

28. The gaming machine of Claim 27 wherein said program includes a payable, said payable providing increasingly higher payouts for at least some races completed after a first race.

29. The gaming machine of Claim 28 wherein a starting position for a player's racer in said another race is based upon the finishing position of said player's racer in the race just completed.

30. The gaming machine of Claim 29 wherein said starting position for a player's racer is the finishing position of said player's racer in the race just completed.

31. The gaming machine of Claim 30 wherein said program further eliminates at least one racer as a result of a predetermined threshold finishing position required at the end of a race, and continues play with another race until one of the following occurs constituting a game-ending criterion: said player's racer has been eliminated; a predetermined number of races have been completed.

32. The gaming machine of Claim 31 wherein said predetermined threshold finishing position is a position other than last place.

33. The gaming machine of Claim 24 wherein said program further eliminates at least one racer as a result of a predetermined threshold finishing position required at the end of a race, and continuing play with another race until one of the following occurs constituting a game-ending criterion: said player's racer has been eliminated; a predetermined number of races have been completed.

34. The gaming machine of Claim 33 further including providing a payout for each race based upon the finishing position of the player's racer in a respective race.

35. The gaming machine of Claim 34 wherein any wager placed upon a race which is not run because of a game-ending criterion is lost.

36. The gaming machine of Claim 35 wherein said program includes a payable, said payable providing increasingly higher payouts for at least some races completed after a first race.

37. The gaming machine of Claim 36 wherein a starting position for a player's racer in said another race is the finishing position of said player's racer in the race just completed.

38. The gaming machine of Claim 37 wherein a game-ending criterion further includes a number of racers remaining that equals a predetermined number of finishing places for which a payout is provided.

39. The gaming machine of Claim 38 wherein said predetermined number of finishing places is first, second and third.

40. A race game, comprising:

a raceway and a plurality of racers on said raceway;

placing a wager by a player;

selecting a racer as the player's racer;

initiating a race;

randomly assigning a finishing position for racers at the end of a race;

continuing play with another race provided said player's racer has not met a predetermined game-ending criterion and the player has previously placed a wager on said another race.

41. The race game of Claim 40 further including:

a video display;

a cpu including a program for driving said display and operating the game;

a player input mechanism interfacing with said cpu;

said raceway formed on said display;

said plurality of racers generated by said program and depicted on said display.



42. The race game of Claim 40 further including a payout for each race based upon the finishing position of the player's racer in a respective race.

43. The race game of Claim 41 wherein said wager includes player selection of a consecutive number of races desired to be run up to a preset maximum number of races to the game, and any wager placed upon a race which is not run because of a game-ending criterion is lost.

44. The race game of Claim 43 wherein a paytable is provided for said payout, said paytable providing increasingly higher payouts for at least some races completed after a first race.

45. The race game of Claim 44 wherein a starting position for a player's racer in said another race is the finishing position of said player's racer in the race just completed.

46. The race game machine of Claim 45 wherein at least one racer is eliminated as a result of a predetermined threshold finishing position required at the end of a race; and play continues with another race until one of the following occurs constituting a game-ending criterion: said player's racer has been eliminated; a predetermined number of races have been completed.

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47. The race game of Claim 46 wherein said predetermined threshold finishing position is a position other than last place.

48. The race game of Claim 47 wherein there is more than one player in a game, each player placing a respective wager and selecting a racer as that player's respective racer.

49. A method for operating a gaming machine, wherein said gaming machine includes a video display, a cpu including a program for driving the display and operating the game, and a player input mechanism interfacing with the cpu, comprising the steps of:

generating a raceway and a plurality of racers;

5       inputting a wager by the player, said wager including player selection of a  
consecutive number of races desired to be run up to a preset maximum  
number of races to the game;

selecting a racer as the player's racer;

initiating a race;

10       randomly assigning a finishing position for racers at the end of a race;

continuing play with another race provided said player's racer has not met a  
predetermined game-ending criterion and the player has previously  
placed a wager on said another race.

50. The method of Claim 49 further including providing a payout based upon the number of races completed by the player's racer and the finishing position of the player's racer in each race.

51. The method of Claim 49 further including providing a payout for each race based upon the finishing position of the player's racer in a respective race.

52. The method of Claim 51 wherein any wager placed upon a race which is not run because of a game-ending criterion is lost.

53. The method of Claim 52 wherein the program includes a paytable, said paytable providing increasingly higher payouts for at least some races completed after a first race.

54. The method of Claim 49 wherein a starting position for a player's racer in said another race is based upon the finishing position of said player's racer in the race just completed.

55. The method of Claim 54 wherein said starting position for a player's racer is the finishing position of said player's racer in the race just completed.

56. The method of Claim 55 further including the steps of eliminating at least one racer as a result of a predetermined threshold finishing position required at the end of a race, and continuing play with another race until one of the following occurs constituting a game-ending criterion: said player's racer has been eliminated; a predetermined number of races have been completed.

57. The method of Claim 49 further including the steps of eliminating at least one racer as a result of a predetermined threshold finishing position required at the end of a race, and continuing play with another race until one of the following occurs constituting a game-ending criterion: said player's racer has been eliminated; a predetermined number of races have been completed.

58. The method of Claim 57 further including providing a payout for each race based upon the finishing position of the player's racer in a respective race.

59. The method of Claim 58 wherein any wager placed upon a race which is not run because of a game-ending criterion is lost.

60. The method of Claim 59 wherein the program includes a payable, said payable providing increasingly higher payouts for at least some races completed after a first race.

61. The method of Claim 60 wherein a starting position for a player's racer in said another race is based upon the finishing position of said player's racer in the race just completed.

62. The method of Claim 61 wherein said starting position for a player's racer is the finishing position of said player's racer in the race just completed.

63. The method of Claim 62 wherein a game-ending criterion further includes a number of racers remaining that equals a predetermined number of finishing places for which a payout is provided.

64. The method of Claim 56 wherein a bonus round is entered if a player's racer is the last remaining racer at the end of a race.

65. The method of Claim 64 wherein said bonus round comprises selection by the player of at least one of a plurality of bonus items, each bonus item having a bonus value associated therewith revealed upon selection of said bonus item.

66. The method of Claim 59 wherein a bonus round is entered if a player's racer is the last remaining racer at the end of a race.

67. The method of Claim 66 wherein said bonus round comprises selection by the player of at least one of a plurality of bonus items, each bonus item having a bonus value associated therewith revealed upon selection of said bonus item.

68. The race game of Claim 44 wherein a bonus round is entered if a player's racer is the last remaining racer at the end of a race.

69. The race game of Claim 68 wherein said bonus round comprises selection by the player of at least one of a plurality of bonus items, each bonus item having a bonus value associated therewith revealed upon selection of said bonus item.

70. The gaming machine of Claim 31 wherein a bonus round is entered if a player's racer is the last remaining racer at the end of a race.

71. The gaming machine of Claim 70 wherein said bonus round comprises selection by the player of at least one of a plurality of bonus items, each bonus item having a bonus value associated therewith revealed upon selection of said bonus item.

72. The gaming machine of Claim 36 wherein a bonus round is entered if a player's racer is the last remaining racer at the end of a race.

73. The gaming machine of Claim 72 wherein said bonus round comprises selection by the player of at least one of a plurality of bonus items, each bonus item having a bonus value associated therewith revealed upon selection of said bonus item.

74. The race game of Claim 13 wherein a bonus round is entered if a player's racer is the last remaining racer at the end of a race.

75. The race game of Claim 74 wherein said bonus round comprises selection by the player of at least one of a plurality of bonus items, each bonus item having a bonus value associated therewith revealed upon selection of said bonus item.

76. The race game of Claim 20 wherein a bonus round is entered if a player's racer is the last remaining racer at the end of a race.

77. The race game of Claim 76 wherein said bonus round comprises selection by the player of at least one of a plurality of bonus items, each bonus item having a bonus value associated therewith revealed upon selection of said bonus item.

78. The race game of Claim 5 wherein a bonus round is entered if a player's racer is the last remaining racer at the end of a race.

79. The race game of Claim 78 wherein said bonus round comprises selection by the player of at least one of a plurality of bonus items, each bonus item having a bonus value associated therewith revealed upon selection of said bonus item.

80. The race game of Claim 9 wherein said raceway is a swimming area, and said racer is a swimmer.

81. The race game of Claim 17 wherein said raceway is a swimming area, said racer is a swimmer, and elimination of a swimmer comprises a sequence depicting a sea creature eating said swimmer.

82. The race game of Claim 9 wherein said raceway is a vehicular race track, and said racer is a motor vehicle.

83. The race game of Claim 17 wherein said raceway is a vehicular race track, said racer is a motor vehicle, and elimination of a motor vehicle comprises a sequence depicting destruction of said vehicle.

84. A method of playing a race game with a plurality of players comprising the steps of:

providing a racecourse;

providing a plurality of racers;

5 providing a program by which said racers are variously moved about said racecourse, said program including a function for randomly assigning a finishing position for racers at the end of a race;

10 providing a player interface with said program for player input commands, said program accommodating input commands from a plurality of players who are jointly participating in a race;

each player selecting a racer as that player's racer;

initiating a first race;

(i) eliminating at least one racer as a result of a predetermined threshold finishing position required at the end of a race;

15 (ii) continuing play with another race provided at least one player's racer has not been eliminated;

repeating steps (i) and (ii) until a predetermined game-ending condition occurs.

85. A race game with a plurality of players, comprising:

a racecourse;

a plurality of racers;

a methodology by which said racers are variously moved about said  
5 racecourse, said methodology including a function for randomly  
assigning a finishing position for racers at the end of a race;

designating a racer as a player's racer for each respective player who is  
participating in a race, said program accommodating input commands  
from a plurality of players;

10 initiating a first race;

(i) eliminating at least one racer as a result of a predetermined threshold  
finishing position required at the end of a race;

(ii) continuing play with another race provided at least one player's racer has  
not been eliminated;

15 repeating steps (i) and (ii) until a predetermined game-ending condition occurs.

86. A race game for play on a plurality of linked gaming machines, wherein each said gaming machine includes a player input mechanism for interfacing with a cpu, comprising the steps of:

providing a cpu including a program for operating a race substantially  
5 simultaneously for all gaming machines having a player participating in  
a race;

generating a raceway and a plurality of racers on at least one visual display;  
inputting a wager by each player;

selecting a racer as a player's racer for each player who is participating in a  
10 race;

initiating a race;

randomly assigning a finishing position for racers at the end of a race;

continuing play with another race provided that at least one player's racer has  
not met a predetermined game-ending criterion and that player has  
15 previously placed a wager on said another race.

87. The race game of Claim 86 further including providing a payout based upon the number of races completed by each player's racer and the finishing position of a respective player's racer in each race.

88. The race game of Claim 87 wherein said wager includes player selection of a consecutive number of races desired to be run up to a preset maximum number of races to the game, and any wager placed upon a race which is not run by a respective player because of a game-ending criterion being incurred by that player is thereby lost.

89. The race game of Claim 87 wherein the program includes a paytable, said paytable providing increasingly higher payouts for at least some races completed after a first race.

90. The race game of Claim 86 wherein a starting position for a player's racer in said another race is based upon the finishing position of that player's racer in the race just completed.



91. The race game of Claim 90 wherein said starting position for a player's racer is the finishing position of that player's racer in the race just completed.

92. The race game of Claim 86 further including the steps of eliminating at least one racer as a result of a predetermined threshold finishing position required at the end of a race.

93. A system for operating a plurality of linked gaming machines, comprising:  
a video display;  
a cpu including a program for driving said display and operating a race game;  
a player input mechanism for each player interfacing with said cpu;  
a raceway formed on said display;  
a plurality of racers generated by said program and depicted on said display;  
said player input mechanism including an input for a wager by a respective  
player participating in a race, said wager input including player  
selection of a consecutive number of races desired to be run up to a  
preset maximum number of races to the game;  
a racer designated as the player's racer for each respective player;  
a race run by said program including all of said racers of respective players,  
said race being shown on said video display, with a finishing position  
for racers at the end of a race randomly assigned to said racers;  
another race being provided in the event that at least one player's racer has not  
met a predetermined game-ending criterion at the end of a race and that  
player has previously placed a wager on said another race.

94. The system of Claim 93 further including a payout based upon the number of races completed by a player's racer and the finishing position of that player's racer in each race.

95. The system of Claim 94 wherein any wager placed by a respective player upon a race which is not run by that player because of a game-ending criterion is thereby lost.

96. The system of Claim 94 wherein said program includes a paytable, said paytable providing increasingly higher payouts for at least some races completed after a first race.

97. The system of Claim 93 wherein a starting position for a player's racer in said another race is based upon the finishing position of that player's racer in the race just completed.

98. The system of Claim 97 wherein said program further eliminates at least one racer as a result of a predetermined threshold finishing position required at the end of a race.

99. A race game in which a plurality of players can participate, comprising:  
a raceway and a plurality of racers on said raceway;  
placement of a wager by each participating player;  
selecting a racer as a respective player's racer;  
initiating a race;  
randomly assigning a finishing position for racers at the end of a race;  
continuing play with another race provided at least one player's racer has not met a predetermined game-ending criterion and that player has previously placed a wager on said another race.

100. The race game of Claim 99 further including a gaming machine for each player, said gaming machine having:

a video display;

a machine cpu including a machine program for driving said display and  
interacting with said game;

a player input mechanism interfacing with said machine cpu;

and further including a network interlinking each said gaming machine of all  
said players participating in a game, and a master program operating  
said game, such that each display has said raceway depicted on said  
display, and each race is run substantially simultaneously on each said  
display.

101. The race game of Claim 100 wherein each said machine cpu includes said master program, and said master program of a first player's machine cpu operates all other machines' displays participating in a race.

102. The race game of Claim 100 wherein said master program is embodied in a central cpu which is separate from said machine cpu.

103. The race game of Claim 100 wherein said player input mechanism further includes a message input capability, and said master program reproduces said message on displays of other players participating in a race.

104. The race game of Claim 100 wherein at least some of said machines that are interlinked on said network are within line of sight of each other.

105. The race game of Claim 99 further including a gaming machine, said gaming machine having:

a video display with a display screen upon which the game is played that is  
visible to a plurality of players;

a cpu including a program for driving said display and operating said game;

a plurality of player command input mechanisms interfacing with said cpu.

106. The race game of Claim 99 further including a central video display having a display screen upon which the game is played and which is visible to a plurality of players; a cpu including a program for driving said display and operating said game; a plurality of player command input mechanisms; and a network interlinking each said player command input mechanisms with said cpu.

107. The race game of Claim 99 further including a payout for each race based upon the finishing position of a player's racer in a respective race.

108. The race game of Claim 99 wherein said wager includes player selection of a consecutive number of races desired to be run up to a preset maximum number of races to the game, and any wager placed by a player upon a race which is not run by that player because of a game-ending criterion is lost.

109. The race game of Claim 107 wherein a payable is provided for said payout, said payable providing increasingly higher payouts for at least some races completed after a first race.

110. The race game of Claim 109 wherein a starting position for a player's racer in said another race is the finishing position of that player's racer in the race just completed.

111. The race game of Claim 110 wherein at least one racer is eliminated as a result of a predetermined threshold finishing position required at the end of a race; and play continues with another race until one of the following occurs constituting a game-ending criterion: all players' racers have been eliminated; a predetermined number of races have been completed.

112. A method for operating a plurality of linked gaming machines in a system, wherein each gaming machine includes a video display and a player input mechanism interfacing with a cpu, comprising the steps of:

providing a computer program for driving the displays and operating at least

some aspects of the game in concert on the linked machines;

generating a raceway and a plurality of racers on each display;

registering an input wager by each player participating in a race, said wager

including player selection of a consecutive number of races desired to

be run up to a preset maximum number of races to the game;

registering the selection of a racer as a respective player's racer;

initiating a race and showing said race on each display;

randomly assigning a finishing position for racers at the end of a race;

continuing play with another race provided at least one player's racer has not

met a predetermined game-ending criterion and that player has

previously placed a wager on said another race.

113. The method of Claim 112 further including providing a payout based upon the number of races completed by a respective player's racer and the finishing position of that player's racer in each race.

114. The method of Claim 113 wherein any wager placed upon a race which is not run by a player because of a game-ending criterion is thereby lost.

115. The method of Claim 114 wherein the program includes a payable, said payable providing increasingly higher payouts for at least some races completed after a first race.

116. The method of Claim 115 wherein a starting position for a player's racer in said another race is based upon the finishing position of said player's racer in the race just completed.

117. The method of Claim 112 further including the steps of eliminating at least one racer as a result of a predetermined threshold finishing position required at the end of a race, and continuing play with another race until one of the following occurs constituting a game-ending criterion: all players' racers have been eliminated; a predetermined number of races have been completed.

118. The method of Claim 117 wherein a bonus round is entered if a player's racer is the last remaining racer at the end of a race.

119. The method of Claim 118 wherein said bonus round comprises selection by the player of at least one of a plurality of bonus items, each bonus item having a bonus value associated therewith revealed upon selection of said bonus item.

120. The race game of Claim 99 wherein a bonus round is entered if a player's racer is the last remaining racer at the end of a race.

121. The race game of Claim 120 wherein said bonus round comprises selection by the player of at least one of a plurality of bonus items, each bonus item having a bonus value associated therewith revealed upon selection of said bonus item.

122. The race game of Claim 99 wherein said raceway is a swimming area, and said racer is a swimmer.

123. The race game of Claim 111 wherein said raceway is a swimming area, said racer is a swimmer, and elimination of a swimmer comprises a sequence depicting a sea-creature eating said swimmer.

124. The race game of Claim 99 wherein said raceway is a vehicular race track, and said racer is a motor vehicle.

125. The race game of Claim 99 wherein said raceway is a vehicular race track, said racer is a motor vehicle, and elimination of a motor vehicle comprises a sequence depicting destruction of said vehicle.

126. The method of Claim 112 wherein said raceway is a swimming area, and said racer is a swimmer.

127. The method of Claim 117 wherein said raceway is a swimming area, said racer is a swimmer, and elimination of a swimmer comprises a sequence depicting a sea creature eating said swimmer.

128. The method of Claim 112 wherein said raceway is a vehicular race track, and said racer is a motor vehicle.

129. The method of Claim 117 wherein said raceway is a vehicular race track, said racer is a motor vehicle, and elimination of a motor vehicle comprises a sequence depicting destruction of said vehicle.

130. The race game of Claim 1 wherein said game-ending condition is any of the following: said player's racer has been eliminated; a predetermined number of races have been run.

131. The race game of Claim 2 wherein said game-ending condition is any of the following: said player's racer has been eliminated; a predetermined number of races have been run.

132. The race game of Claim 3 wherein said game-ending condition is any of the following: said player's racer has been eliminated; a predetermined number of races have been run.

133. The method of Claim 84 wherein said game-ending condition is any of the following: said player's racer has been eliminated; a predetermined number of races have been run.

134. The race game of Claim 85 wherein said game-ending condition is any of the following: said player's racer has been eliminated; a predetermined number of races have been run.

135. The race game of Claim 1 wherein said game-ending condition can be each of the following: said player's racer has been eliminated; a predetermined number of races have been run.

136. The race game of Claim 2 wherein said game-ending condition can be each of the following: said player's racer has been eliminated; a predetermined number of races have been run.

137. The race game of Claim 3 wherein said game-ending condition can be each of the following: said player's racer has been eliminated; a predetermined number of races have been run.

138. The method of Claim 84 wherein said game-ending condition can be each of the following: said player's racer has been eliminated; a predetermined number of races have been run.

139. The race game of Claim 85 wherein said game-ending condition can be each of the following: said player's racer has been eliminated; a predetermined number of races have been run.

140. The race game of Claim 135 wherein said game-ending condition can further include: the number of racers, inclusive of the player's racer, is below a predetermined minimum number.

141. The race game of Claim 136 wherein said game-ending condition can further include: the number of racers, inclusive of the player's racer, is below a predetermined minimum number.

142. The race game of Claim 137 wherein said game-ending condition can further include: the number of racers, inclusive of the player's racer, is below a predetermined minimum number.



143. The method game of Claim 138 wherein said game-ending condition can further include: the number of racers, inclusive of the player's racer, is below a predetermined minimum number.

144. The race game of Claim 139 wherein said game-ending condition can further include: the number of racers, inclusive of the player's racer, is below a predetermined minimum number.